



RUBY DRAGONS

Gemstone Dragon Royalty

Habitat: Mountain; **Treasure:** Any

Ruby dragons are among the most mysterious draconic creatures in the multiverse. They are unquestionably the most powerful among the gem dragons, however, they are also the least known. Sages and historians often speak of Sardior, The Ruby Dragon, as if he were the only one of his kind. Some even believe that Sardior's death is the inciting event that gave rise to all other gem dragons. How

much of this is true or merely legend is difficult to discern, however, Sardior was certainly not the last of his kind, and this elusive draconic species is far from extinct.

Ruby dragons are both highly intellectual and exceptionally personable. Legends frequently describe them as being incredible conversationalists and scholars. They seek to further their learning through study and practical experimentation, though their favorite way to consume knowledge is to have someone else research a topic on their behalf and tell them all about it, thus allowing them to engage with both scholarly and conversational pursuits simultaneously.

While not imperious by nature, ruby dragons often expect a level of deference and reverence from other creatures, especially when interacting with other gem dragons. These expectations often come across as pompous, though to a ruby dragon it is merely the reality of the world. The fact is that they are stronger, smarter, and more capable when compared to most other creatures, so to them it seems only natural that they would lead. Despite these preconceptions, a ruby dragon will never be unwilling to admit when they are wrong about something, and will always conduct themselves respectfully. Problems only tend to arise when their idea of being treated with respect does not align with the person they are speaking to.

RUBY DRAGON WYRMLINGS

Ruby dragons are incredibly intelligent and capable from the day they are born. Their innate understanding of the draconic language, and their above-average potential for destruction when compared with other dragon wyrmlings often leads them to bite off more than they can chew. Those who survive hard lessons of humility early in life often come out the other side with a much greater understanding of how a dragon should operate within the world.

Ruby Dragon Wyrmling

Medium Dragon (Gem), Neutral

AC 17 **Initiative** +3 (13)

HP 85 (10d8 + 40)

Speed 30 ft., Fly 60 ft. (hover)

MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR 19	+4	+4	DEX 12	+1	+3	CON 18	+4	+6
INT 17	+3	+5	WIS 14	+2	+4	CHA 18	+4	+6

Skills **Arcana** +5, **Deception** +8, **Insight** +4, **Perception** +6, **Persuasion** +8, **Religion** +5, **Stealth** +3

Resistances Force, Cold

Immunities Fire; **Frightened**, **Prone**

Senses **Blindsight** 10 ft., **Darkvision** 120 ft.; Passive Perception 16

Languages Draconic

CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 4 (1d8) Fire damage.

Superheated Breath (recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 15-foot **Cone**. *Failure:* 24 (7d6) Fire damage and the target is **burning**. All nonmagical items made of paper being worn or carried by the target are destroyed immediately. At the start of each of the target's turns, if the target is still burning, any nonmagical armor worn by the target takes a cumulative –1 penalty to the AC it offers, and any nonmagical weapon takes a –1 penalty to attack rolls. Armor is destroyed if the penalty reduces its AC to 10, and weapons are destroyed if the penalty reaches –5. The penalty can be removed by casting the **Mending** spell on the armor or weapon. *Failure by 5 or More:* This damage ignores Resistance, but not Immunity, to Fire. Success: Half damage only.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material, Somatic, or Verbal components and using Intelligence as the spellcasting ability (spell save DC 13):

1/Day Each: **Command**, **Friends** (The target doesn't know it was Charmed), **Heat Metal**, **Unseen Servant**

YOUNG RUBY DRAGONS

Once a ruby dragon is old enough to venture out on their own, they spend much of their time travelling in search of new stories and adventures. Many young ruby dragons still carry bits and pieces of the hubris present in their youth, however, they seek to temper these impulses with experience.

Young Ruby Dragon

Large Dragon (Gem), Neutral

AC 18 **Initiative +6 (16)**

HP 195 (17d10 + 102)

Speed 40 ft., Fly 80 ft. (hover)

MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR 23	+6	+6	DEX 15	+2	+4	CON 22	+6	+10
INT 18	+4	+8	WIS 16	+3	+7	CHA 20	+5	+9

Skills **Arcana** +9, **Deception** +11, **Insight** +7, **Perception** +11, **Persuasion** +11, **Religion** +7, **Stealth** +6

Resistances Force, Cold

Immunities Fire; **Frightened**, **Prone**

Senses **Blindsight** 30 ft., **Darkvision** 120 ft.; Passive Perception 21

Languages Common, Draconic, telepathy 120 ft.

CR 9 (XP 5,000; PB +4)

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 4 (1d8) Fire damage.

Superheated Breath (recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 30-foot **Cone**. *Failure:* 56 (16d6) Fire damage and the target is **burning**. All nonmagical items made of paper being worn or carried by the target are destroyed immediately. At the start of each of the target's turns, if the target is still burning, any nonmagical armor worn by the target takes a cumulative –1 penalty to the AC it offers, and any nonmagical weapon takes a –1 penalty to attack rolls. Armor is destroyed if the penalty reduces its AC to 10, and weapons are destroyed if the penalty reaches –5. The penalty can be removed by casting the **Mending** spell on the armor or weapon. *Failure by 5 or More:* This damage ignores Resistance, but not Immunity, to Fire. Success: Half damage only.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material, Somatic, or Verbal components and using Intelligence as the spellcasting ability (spell save DC 16):

At Will: **Friends** (The target doesn't know it was Charmed), **Heat Metal**

1/Day Each: **Command**, **Detect Magic**, **Dispel Magic**, **Sending**, **Unseen Servant**

RUBY DRAGON LAIRS

Ruby dragons make their lairs atop enormous mountains overlooking the land in every direction. These locales are often majestic as they are unapproachable.

The region containing the dragon’s lair is warped by its presence, creating the following effects:

- Ruby Profusion.** Large deposits of ruby gems form in the natural stone present within 6 miles of the lair.
- Focused Study.** Creatures within 1 mile of the dragon’s lair have Advantage on Investigation (Intelligence) skill checks.
- Thriving Life.** Mortal creatures reproduce rapidly and thrive in any environment within 6 miles of the lair. Foraging for food in this area yields twice the usual amount.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

ADULT RUBY DRAGONS

As adults, ruby dragons are bound to attract the attention of other dragons in their corner of the world. By this stage in life they typically have a lair to call their own, and a host of allies (many of which are draconic in nature) to work with. Ruby dragons often find themselves thrust into leadership positions where they are expected to use their wisdom and tempered nature to guide others on the best path. Depending on where the dragon has established itself, and who its allies are, this path is not always a virtuous one.

Adult Ruby Dragon

Huge Dragon (Gem), Neutral

AC 19 **Initiative** +15 (25)

HP 275 (19d12 + 152)

Speed 40 ft., Fly 80 ft. (hover)

MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR	27	+8 +8	DEX	16	+3 +9	CON	26	+8 +14
INT	22	+5 +11	WIS	18	+4 +10	CHA	22	+6 +12

Skills **Arcana** +11, **Deception** +18, **Insight** +10, **Perception** +16, **Persuasion** +18, **Religion** +11, **Stealth** +9

Resistances Force, Cold

Immunities Fire; **Frightened**, **Prone**

Senses **Blindsight** 60 ft., **Darkvision** 120 ft.; Passive Perception 26

Languages Common, Draconic, telepathy 120 ft.

CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast **Scorching Ray** (level 2 version).

Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 7 (2d6) Fire damage.

Superheated Breath (recharge 5–6). *Dexterity Saving Throw:* DC 22, each creature in a 60-foot **Cone**. *Failure:* 59 (17d6) Fire damage and the target is **burning**. All nonmagical items made of paper being worn or carried by the target are destroyed immediately. At the start of each of the target's turns, if the target is still burning, any nonmagical armor worn by the target takes a cumulative –1 penalty to the AC it offers, and any nonmagical weapon takes a –1 penalty to attack rolls. Armor is destroyed if the penalty reduces its AC to 10, and weapons are destroyed if the penalty reaches –5. The penalty can be removed by casting the **Mending** spell on the armor or weapon. *Failure by 5 or More:* This damage ignores Resistance, but not Immunity, to Fire. Success: Half damage only.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material, Somatic, or Verbal components and using Intelligence as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At Will: **Command** (level 2 version), **Detect Magic**, **Friends** (The target doesn't know it was Charmed), **Heat Metal** (level 3 version), **Sending**, **Scorching Ray**, **Shapechange** (Beast or Humanoid form only, no **Temporary Hit Points** gained from the spell, and no **Concentration** or Temporary Hit Points required to maintain the spell), **Unseen Servant**

3/Day: **Blur**, **Dispelling Magic**

1/Day: **Lightning Bolt** (deals Fire damage)

Bonus Actions

Change Shape. The dragon uses Spellcasting to cast **Shapechange**.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Draconic Authority. The dragon uses Spellcasting to cast **Command** (level 2 version). The dragon can't take this action again until the start of its next turn.

Heatwave. The dragon unleashes a blast of staggering heat. *Constitution Saving Throw:* DC 22, each creature that is not immune to Fire damage in a 30-foot Emanation, originating from the dragon. *Failure:* The target gains 1 level of **Exhaustion**. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Psionics. The dragon uses Psychic Step or Spellcasting. The dragon can't take this action again until the start of its next turn.

ANCIENT RUBY DRAGONS

Ancient ruby dragons are among the most powerful creatures that can be found on the material plane. They very seldom bother to interfere with the politics of kingdoms and countries in their corner of the world, though they are often looked to in times of great turmoil as a decisive force. As ancient dragons, they see themselves as having a responsibility to govern those less powerful than themselves, though their style of rulership is subtle and barely seen on the day-to-day.

Ancient Ruby Dragon

Gargantuan Dragon (Gem), Neutral

AC 22 **Initiative** +17 (27)

HP 533 (26d20 + 260)

Speed 40 ft., Fly 80 ft. (hover)

MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR 30	+10	+10	DEX 16	+3	+10	CON 30	+10	+17

INT 28	+9	+16	WIS 20	+5	+12	CHA 28	+9	+16
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Skills **Arcana** +16, **Deception** +23, **Insight** +12, **Perception** +19, **Persuasion** +23, **Religion** +16, **Stealth** +10

Resistances Force, Cold

Immunities Fire; **Frightened**, **Prone**

Senses **Blindsight** 60 ft., **Darkvision** 120 ft.; Passive Perception 29

Languages Common, Draconic, telepathy 120 ft.

CR 24 (XP 62,000, or 75,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast **Scorching Ray** (level 3 version).

Rend. *Melee Attack Roll:* +17, reach 15 ft. *Hit:* 19 (2d8 + 10) Slashing damage plus 10 (3d6) Fire damage.

Superheated Breath (recharge 5–6). *Dexterity Saving Throw:* DC 25, each creature in a 90-foot **Cone**. *Failure:* 91 (26d6) Fire damage and the target is **burning**. All items made of paper being worn or carried by the target are destroyed immediately. At the start of each of the target's turns, if the target is still burning, any armor worn by the target takes a cumulative –1 penalty to the AC it offers, and any weapon takes a –1 penalty to attack rolls. Armor is destroyed if the penalty reduces its AC to 10, and weapons are destroyed if the penalty reaches –5. The penalty can be removed by casting the **Mending** spell on the armor or weapon. *Failure by 5 or More:* This damage ignores Resistance, but not Immunity, to Fire. *Success:* Half damage only.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material, Somatic, or Verbal components and using Intelligence as the spellcasting ability (spell save DC 24, +16 to hit with spell attacks):

At Will: **Command** (level 3 version), **Detect Magic**, **Friends** (The target doesn't know it was Charmed), **Heat Metal** (level 5 version), **Sending**, **Scorching Ray**, **Shapechange** (Beast or Humanoid form only, no **Temporary Hit Points** gained from the spell, and no **Concentration** or Temporary Hit Points required to maintain the spell), **Unseen Servant**
3/Day: **Blur**, **Dispel Magic**, **Geas**
1/Day: **Lightning Bolt** (level 6 version, deals Fire damage)

Bonus Actions

Change Shape. The dragon uses Spellcasting to cast [Shapechange](#).

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Draconic Authority. The dragon uses Spellcasting to cast [Command](#) (level 2 version). The dragon can't take this action again until the start of its next turn.

Heatwave. The dragon unleashes a blast of staggering heat. *Constitution Saving Throw:* DC 25, each creature that is not immune to Fire damage in a 60-foot Emanation, originating from the dragon. *Failure:* The target gains 1 level of [Exhaustion](#). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Psionics. The dragon uses Psychic Step or Spellcasting. The dragon can't take this action again until the start of its next turn.

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